

# DISCUS 4

## User Manual

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## ◆ **Macintosh Installation:**

Discus is ready to run without any installation process; just double click the Discus icon, and begin making labels.

To copy Discus to your hard disk, drag the Discus program, and the Discus.art art database file to the desired destination folder. These are the only two files necessary to operate Discus. These two files must reside in the same folder at the same level. They can be put into any folder, as long as they stay together.

To make a minor update of the Discus 4 program, such as going from 4.01 to 4.02, download a replacement program file and trash the old program file.

To remove Discus from your system, simply drag the files to the trash.

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## ◆ **Windows Installation:**

When the CD-ROM is inserted, a special launcher program will appear, that allows you to run directly from the CD, or copy the program to your hard drive. The Apple Quicktime utility program is used by Discus to import images from various sources. The Quicktime system is included on the installation CD, and new versions are periodically available from Apple's web site at [www.apple.com/quicktime](http://www.apple.com/quicktime)

The Discus labeling system consists of two necessary files: The Discus.exe program file and the Discus.art art database file. These are the only two files necessary that comprise Discus. These two files must reside in the same folder at the same level. They can be put into any folder, as long as they stay together.

To remove Discus from your system, simply send the files to the recycle bin.

## ◆ Design a label in 60 seconds

**Step 1)** Double click the **Discus** program icon to start the program

**Step 2)** At the opening screen select the type of label project you wish to make and click the “**Create Project**” button.

**Step 3)** Click on the **Canvas** tab and select a background canvas design.

**Step 4)** If you wish, paint on the canvas by clicking on the **Paint** tab, and using one of the many paint tools to alter the background. Try using the paint bucket tool for a fast fill.

**Step 5)** Click on the **Text** tab, click **Add**, and type in some text. Add more text boxes if you like. The text size and is adjusted with a sliders on the left. The text color and font are chosen at the bottom of the screen.

**Step 6)** Click on the **Photo** tab, click **Add**, and locate a photograph or other graphic on your hard disk that you wish to import. You can adjust the scaling factor of the photograph with the slider to the left. The photo can be dragged with the mouse, or nudged with the keyboard arrow keys.

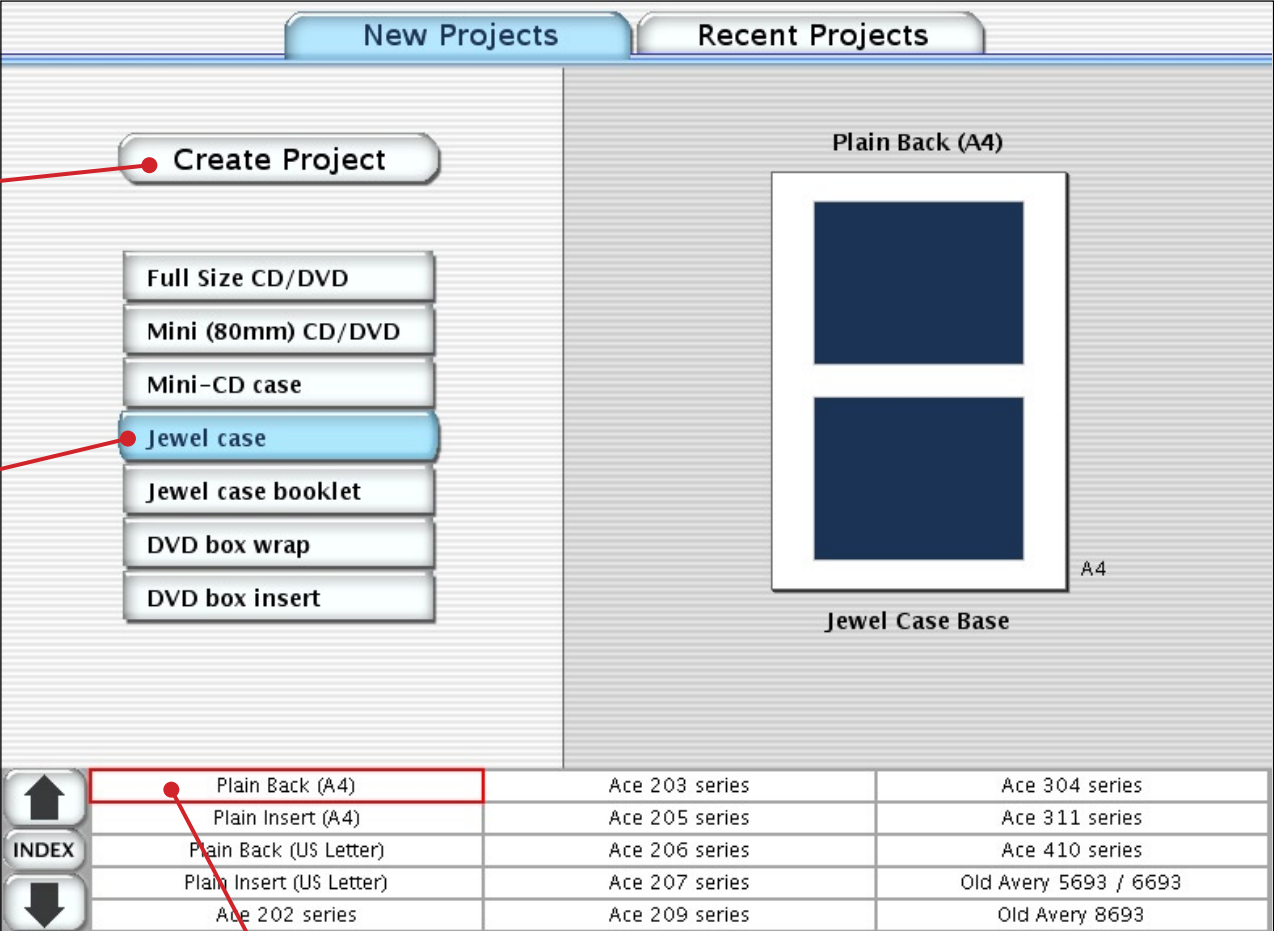
**Step 7)** Click on the **Project Preview** tab, select the paper you will be using, and click the **Print** button. Use the four arrows at the bottom to nudge the printout to match a die-cut paper.

◆ **Project Selection Screen - Creating a new project**

The first screen and top level menu of the program is the **New Projects / Recent Projects** selection screen. To create a new project first select the kind of project such as CD or Jewel Case, then select the printer or paper type at the bottom, and then click the **Create Project** button to create a new design.

**STEP 3)** Click the create button to start a fresh design

**STEP 1)** Choose the die cut paper or direct cd printer that you wish to design for.



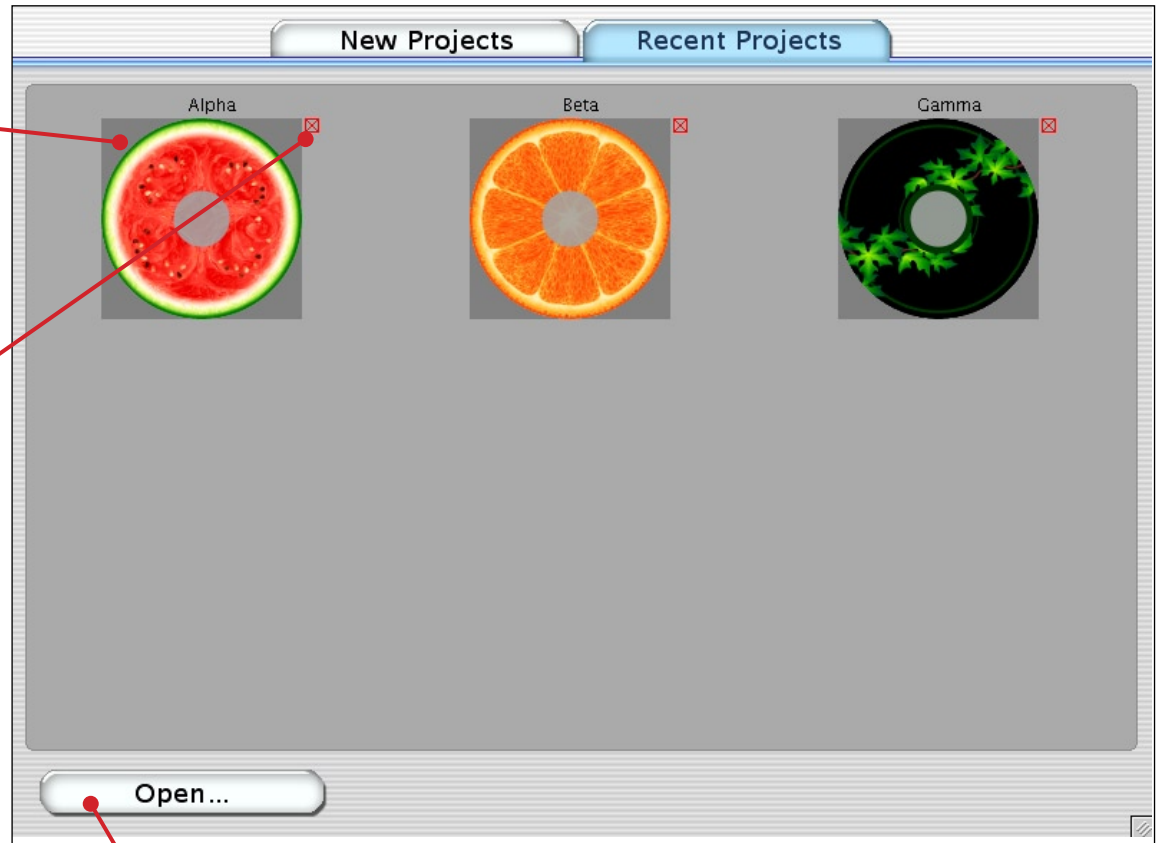
**STEP 2)** Choose the die cut paper or direct cd printer that you wish to design for.

## ◆ Project Selection Screen - Opening Recent Projects

To open a recently used document use the menubar FILE / OPEN command, or simply double click an existing document file. As a convenience, the software will remember up to 20 of the most recently edited documents. The documents are sorted by name, and once the list is full the least recently accessed item is removed. To manually remove a document from the list, click the small X icon to the right of the preview. Please note that if you move or rename a document it will disappear from the list.

Click on a thumbnail to open one of the recent documents

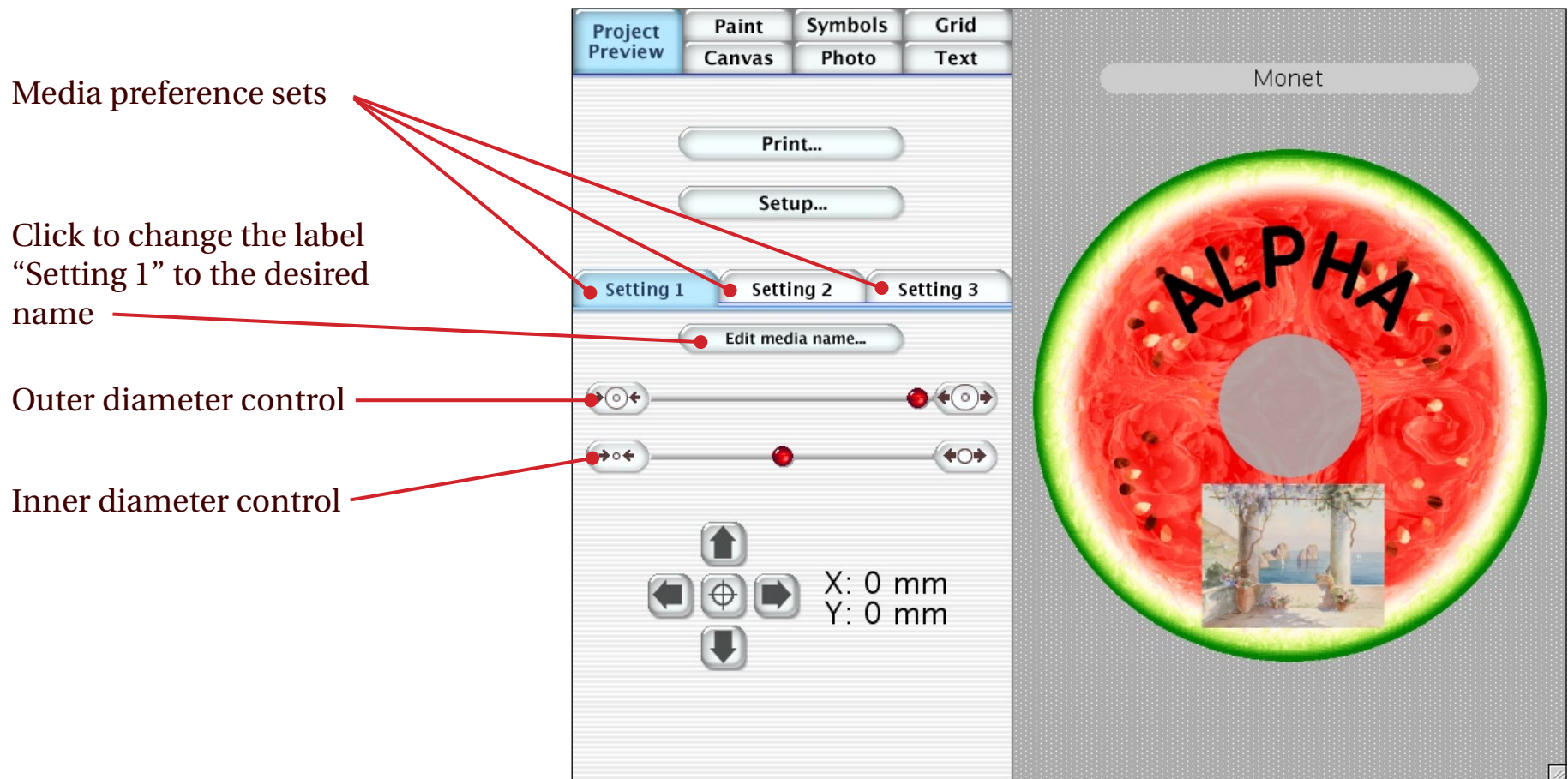
To remove an item from the list, click the small X at the upper right of each preview icon.



You can also use FILE / OPEN or the keyboard shortcut command-o (mac) or control-o (win) to access a previous file

## ◆ Project preview for direct CD/DVD printing

As you are designing a project, you will come back frequently to the Project Preview tab, where you can view the project as it will print. In the case of direct CD/DVD printing, there are some special features that appear in the preview screen. There are three preference sets so that you can switch between different brands of media. The default names of “Setting 1” can be changed to the brand name of the media you are using. Each setting will remember the settings for the outer diameter, inner diameter and nudge parameters, so you can quickly jump between different media types.



## ◆ Project preview for paper projects

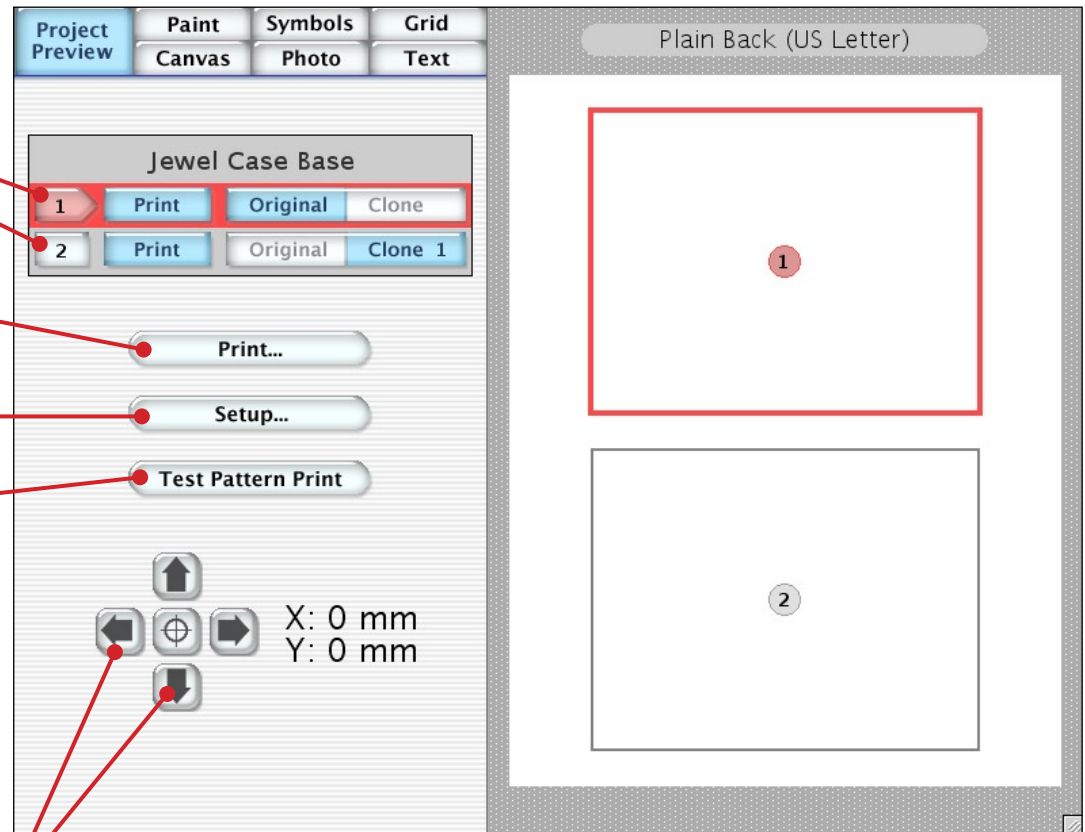
When you are working with a multiple-part label sheet, such as the 2-up jewel case base project shown, you can design two completely different labels and print in one pass. To select which label to edit, first click in the left side and highlight one of the two labels. Then jump to the **Canvas**, **Paint**, **Symbols**, etc to compose that specific label. To switch to the next label in the sheet, click back on the **Project Preview** tab and select a new label. The software can accomodate up to 100 different labels per sheet. If you want to produce two identical labels, then select the **Clone** option which will copy exactly the label above. To create two different labels, click the **Original** button.

Select which label to edit by clicking on the number

Print the sheet

Page setup button

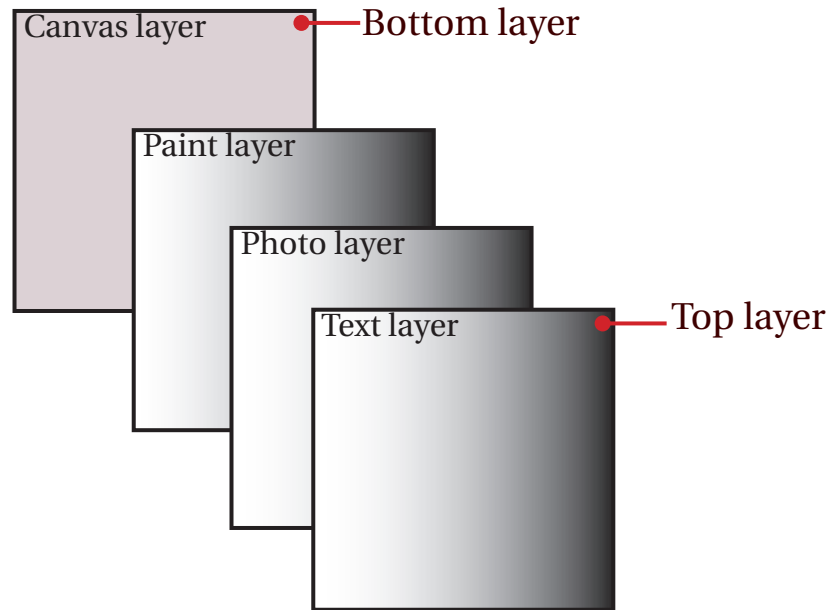
Test printer connection



Click on arrow buttons to nudge printout up / down / left / right

## ◆ Designing in layers

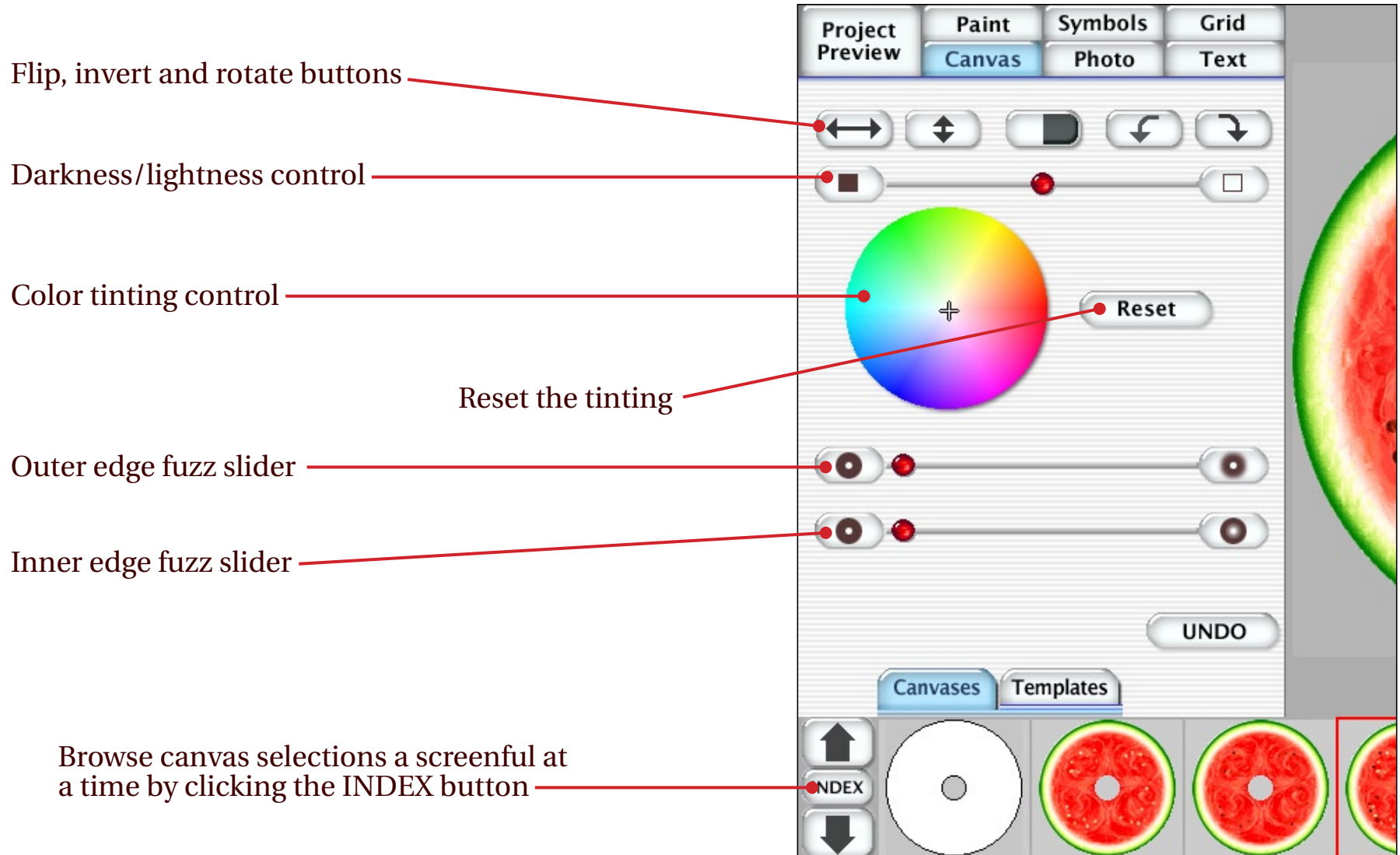
Each label is a composite of each of the layers in your design. The canvas layer is fixed at the bottom and text is fixed to the topmost layer, but photos can be moved around. To adjust a photo's stacking order, select the photo tab, and drag the shingle corresponding to each photo to the left to put in lower in the stacking order, or drag it to the right to raise it higher in the stacking order.





## ◆ The Canvas Layer

The canvas tab allows you to select a background image, or pure white, as a starting point for your design. For selected project types, such as CD/DVD labels, there is also an option to select a complete design by clicking the template button at the bottom. The canvas layer is always pinned to the very bottom of the stacking order. You cannot add or remove canvases from the art collection.



## ◆ Working with symbols

As a convenience we have included the most popular symbols for media production into the software, as built-in transparent photos. To access the symbols, go to the Symbols tab, click “Add” and then select the symbol you wish. You can colorize the symbol, rotate it, and change its size.

There are more symbols available by using the text tool and symbolic fonts. Some of the most commonly used symbolic fonts are Zapf Dingbats, Webdings, Wingdings, and Symbol.

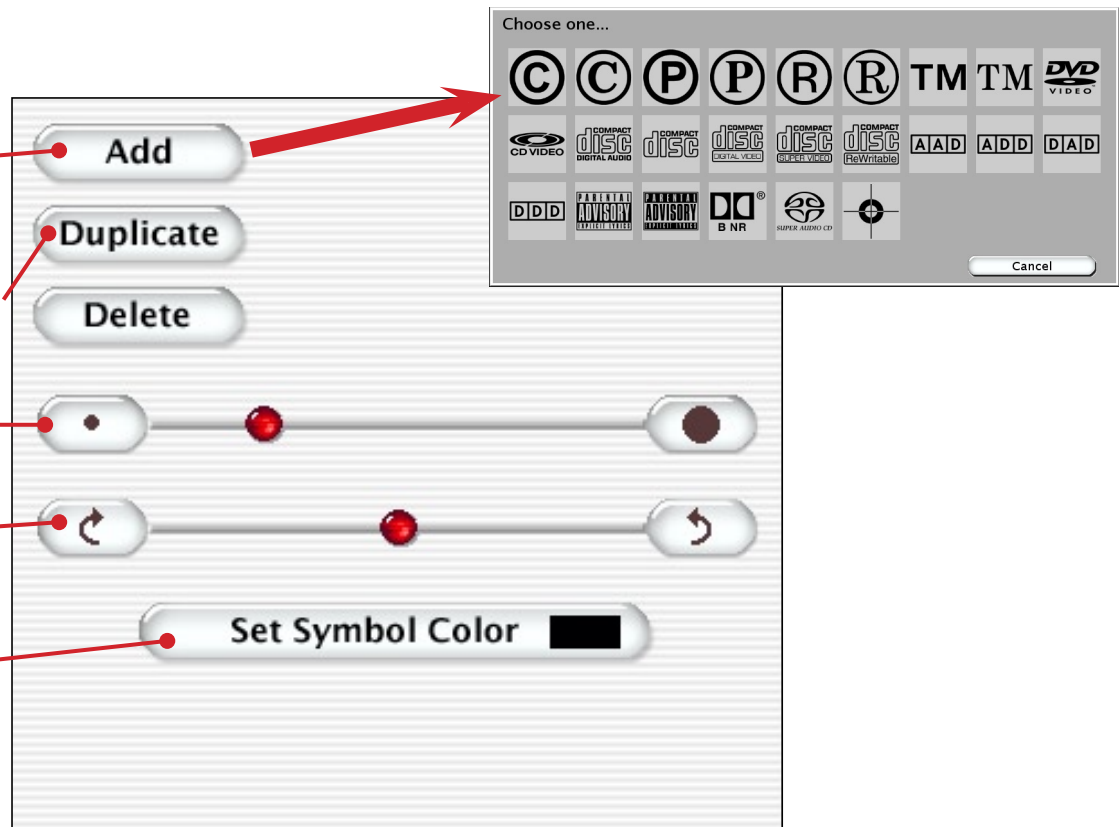
Create a new symbol

Make another copy of a selected symbol

Size control

Angle control

Click to set symbol color



## ◆ Working with Photos - Introduction

You can import many kinds of bitmap graphics, such as JPEG, GIF, BMP, PICT, TIFF, PSD, ILBM, IFF and others. To import a graphic, click on the **Add** button and locate the graphic file on your computer. Once imported, you can create a second copy of the same photo using the **Duplicate** button, remove the photo with the **Delete** button, substitute a different photo with the **Replace** button, or non-destructively trim what part of the image is visible with the **Crop** button.

You can adjust the stacking order of the photographs by dragging the layer icons at the bottom of the screen. You can keep a photo in a project but disable printing by clicking on the eye icon in the layer shingle.

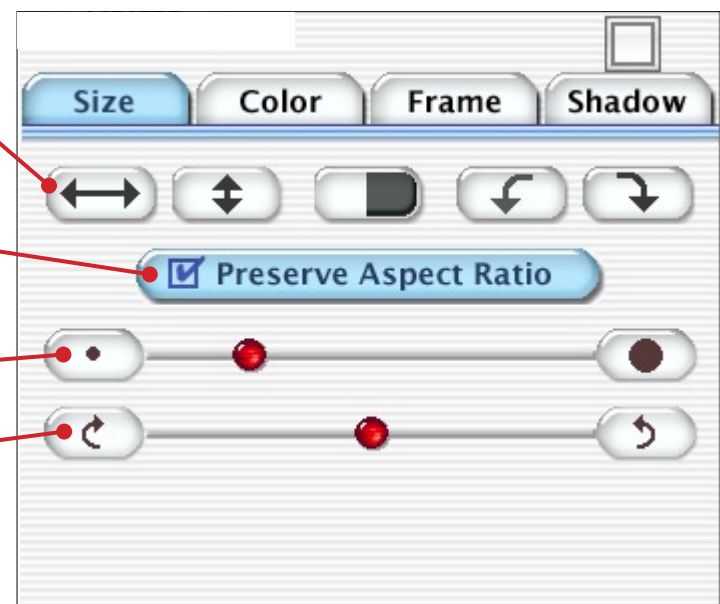
Vector graphic formats such as WMF and EPS are not supported. To use an EPS graphic, first convert it to a bitmap format using Photoshop and then you can import it.

Flip , invert, and rotate 90 degrees

Normally, this switch is kept turned on so that as you scale a photo it preserves its natural proportions. If you turn off this switch, then you can stretch the horizontal and vertical dimensions separately.

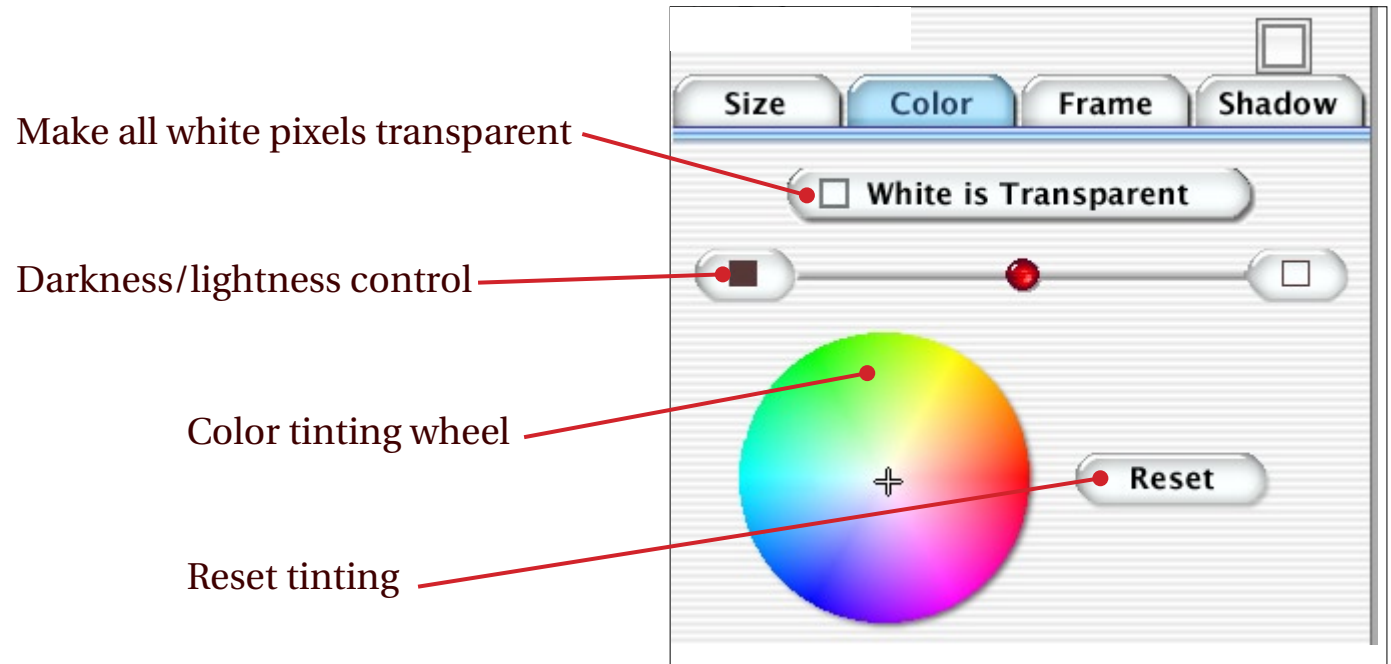
Size control

Angle control



## ◆ Working with Photos - Color tinting

The **Color** tab for photos offers several useful features. If your imported graphic has embedded transparency information then it will show up as transparent. Please note that the commonly used JPEG file format does not support transparency (only GIF, some TIFF, and some PNG files do). If the file was saved in a format that doesn't support transparency, or the photo was not prepared properly, you can compensate for this by turning on the **"White is Transparent"** switch, which will make all pure white pixels in the image transparent. You can also adjust the lightness/darkness of the photo with the slider. You can tint all the pixels in the photo towards a certain color by clicking in the color wheel. To clear any tinting performed on the photo, click the Reset button.



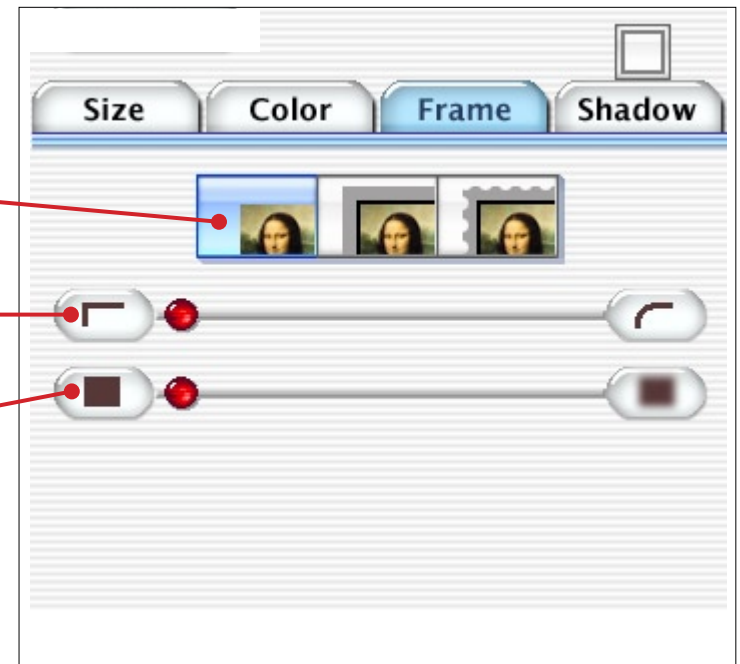
## ◆ Working with Photos - Frame styles

The **Frame** tab for photos offers three different framing options. One option is to have the photo presented plain. In that style you can round the corner and fuzz the edge. The second option is to put a black line around the photo, coupled with a white border on the outside. The third option is to put a scalloped edge around the photo, as if it was a postage stamp.

Frame style selector

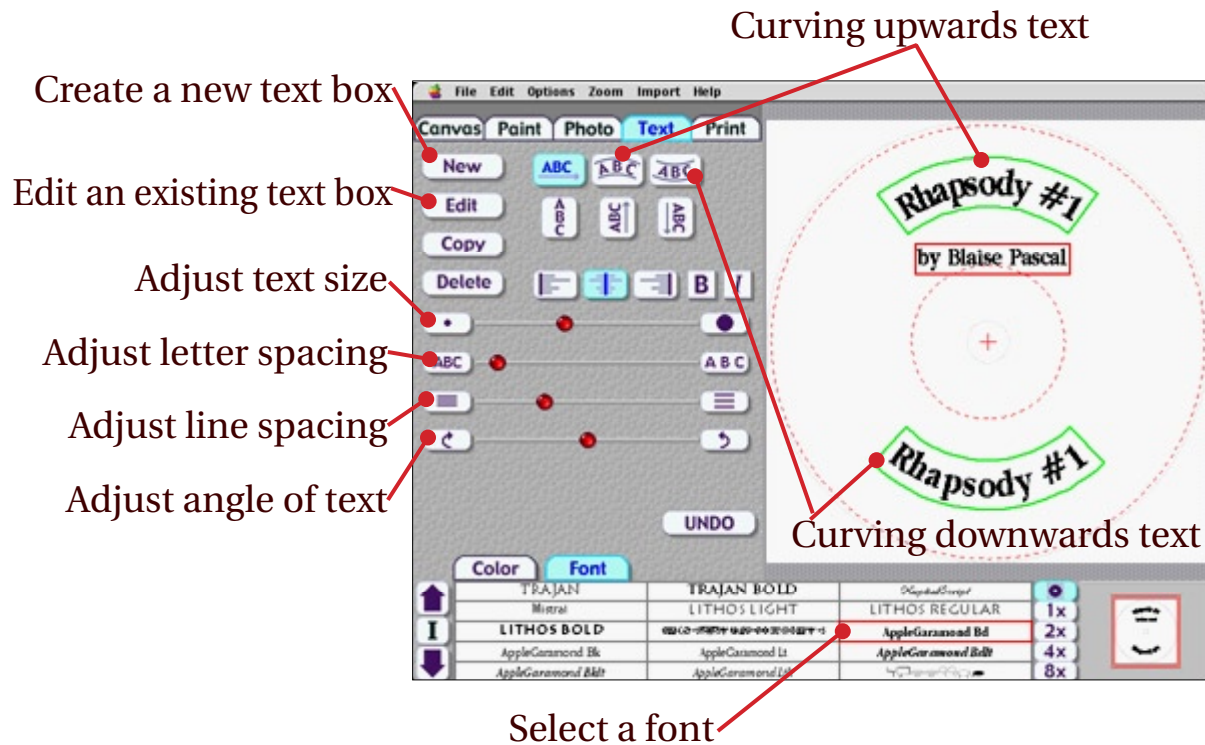
Corner roundness control

Edge fuzz control



## ◆ Working with Text

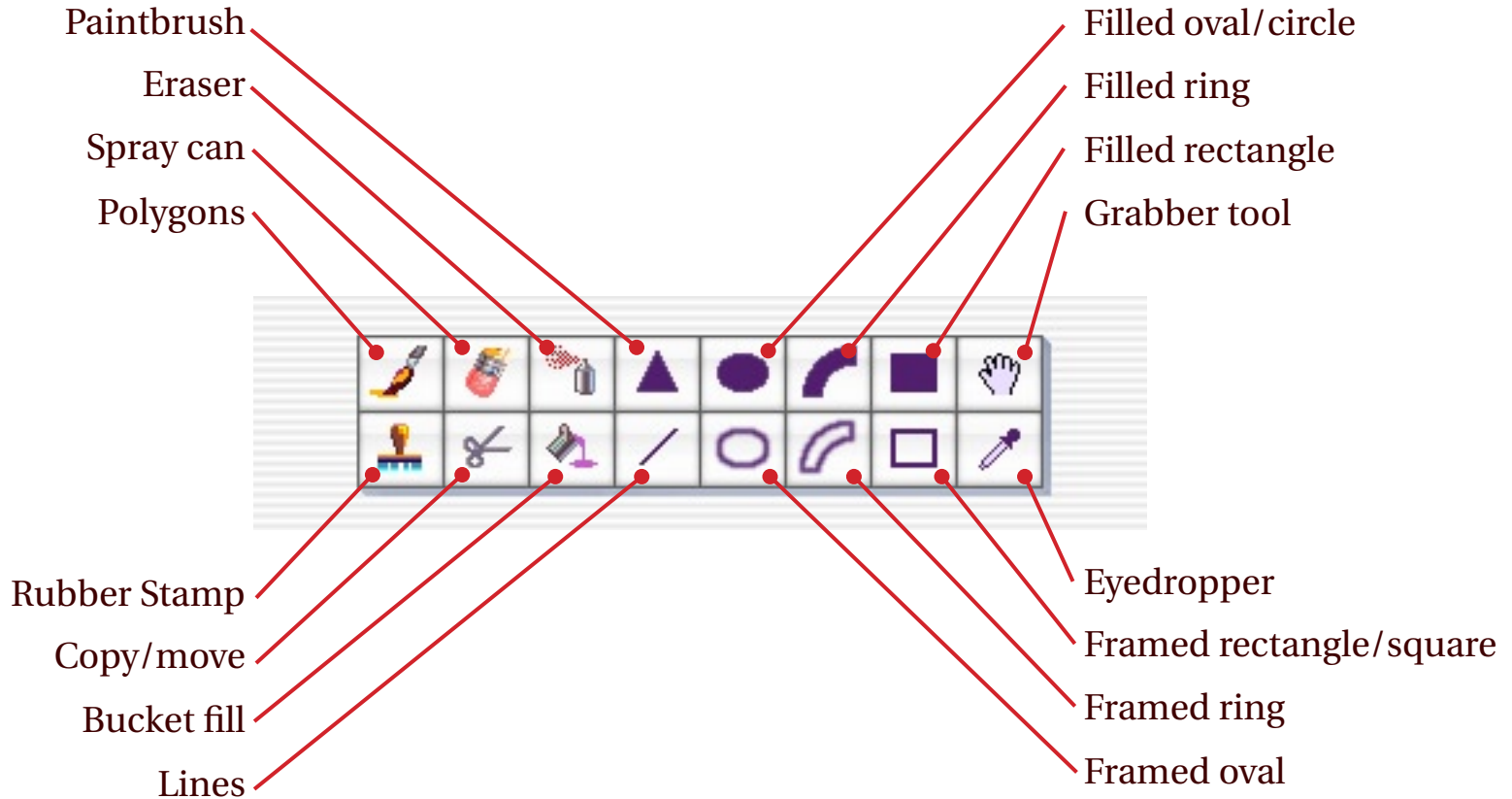
Click on the **Add** button to create a new text box. You can make the text straight, angled, vertical or curved. You can control the size, letter spacing, line spacing, color and font of each block of characters. At present text boxes are limited to 4000 characters.



## ◆ The Paint Layer

With the 16 paint tools available, you can draw your own background, retouch an existing canvas, or perhaps draw on top of a photo. The photo layer is separate layer from each photo you import, and cannot be used to modify a photo, although if you paint on top of a photo it has almost the same effect until you move thoe photo, in which case the overpainting will be in the wrong place.

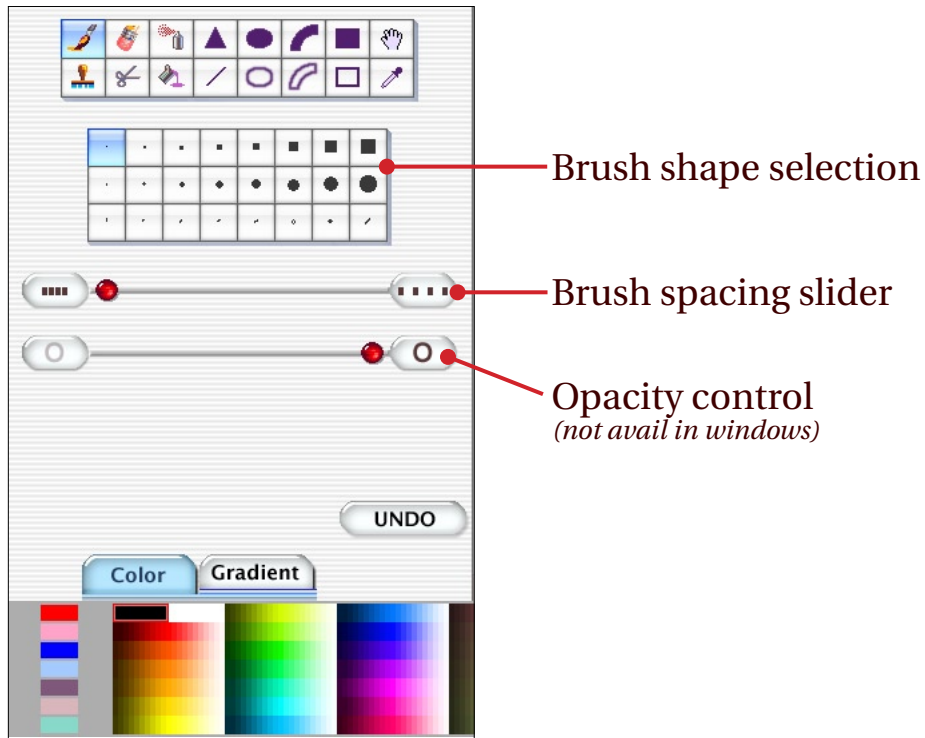
Normally the paint layer resides above the photo layers just below the text layer, but if you wish to treat the paint layer as a background, you can adjust the stacking order of the paint layer by manipulating the layer bar at the bottom of screen when under the PHOTO tab.





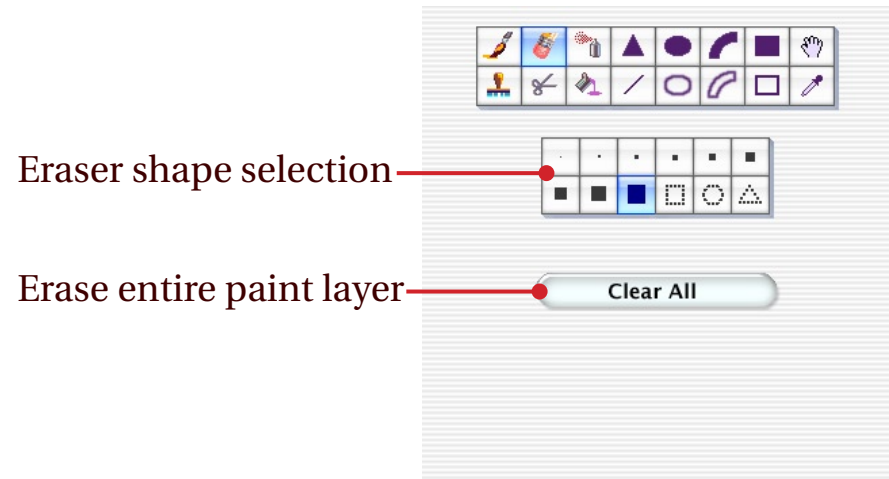
## ◆ Paint layer - Brush tool

The brush tool places a series of dots in a freeform manner. Each click of the mouse imprints the current brush stroke shape into the painting. By dragging the mouse, a series of imprints will occur, with adjustable spacing.



## ◆ Paint layer - Eraser tool

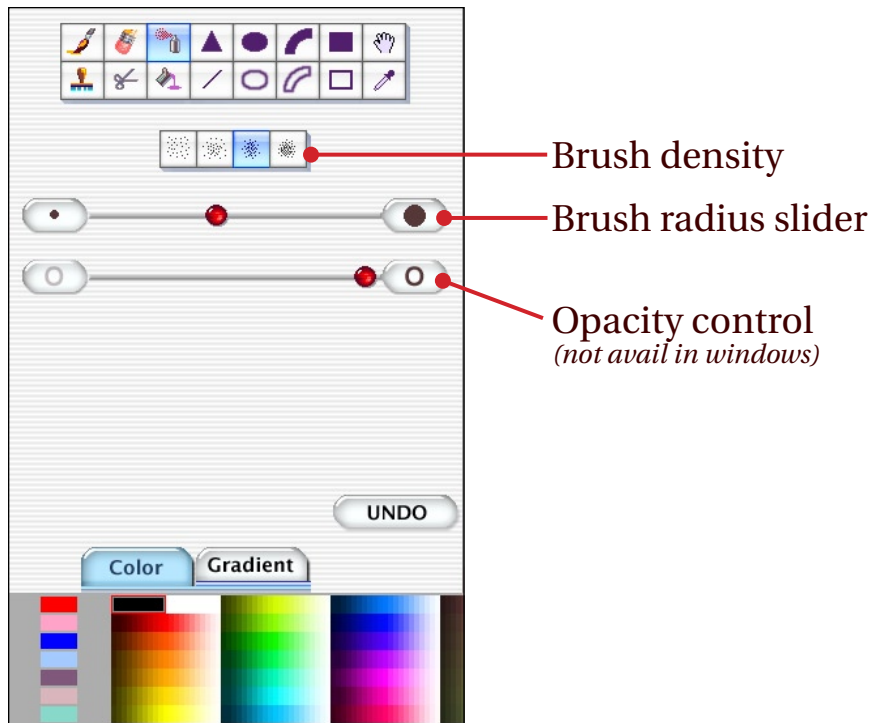
The eraser tool removes pixels from the paint layer, uncovering what is beneath the paint layer such as the canvas. Each click of the mouse removes the current erase shape from the painting. For fast erasure of an area use the selection area shapes.





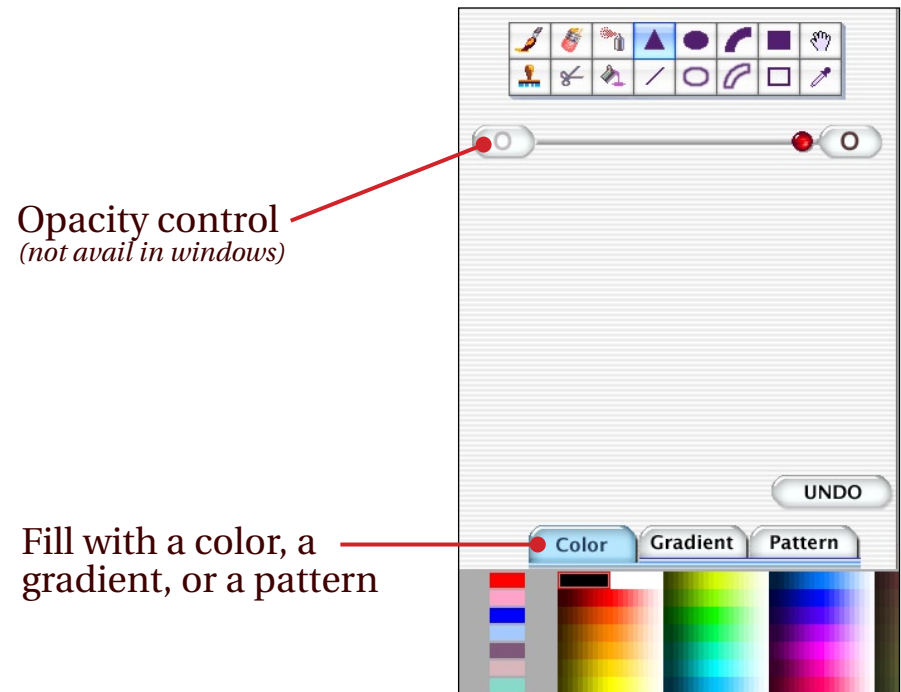
## ◆ Paint layer - Spray tool

The spray tool paints a cluster of dots like a spray paint can would. You can



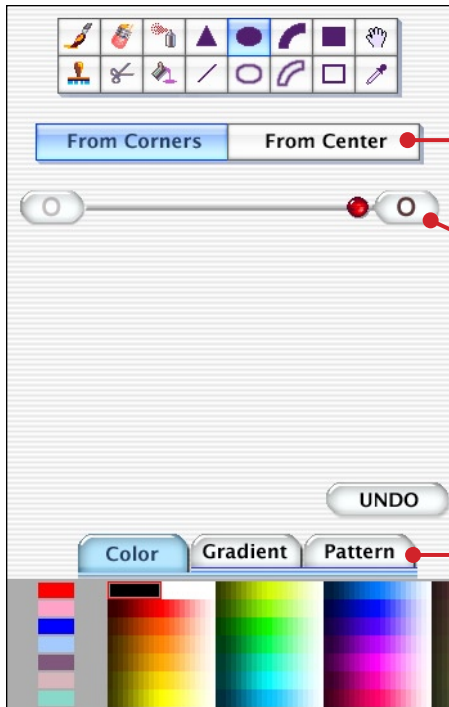
## ◆ Paint layer - Polygon tool

The polygon tool is used to draw filled shapes. This tool can make shapes with straight or curved edges. To draw a polygonal shape, just mouse and click the mouse to create successive vertex points. Press the **SPACE** key to finish the polygon. You can also drag the mouse to create a freeform shape.



### ◆ Paint layer - Filled Oval tool

The solid oval tool is used to draw solid ellipses and circles. To constrain the shape to be circular, hold down the **SHIFT** key as you drag the mouse.



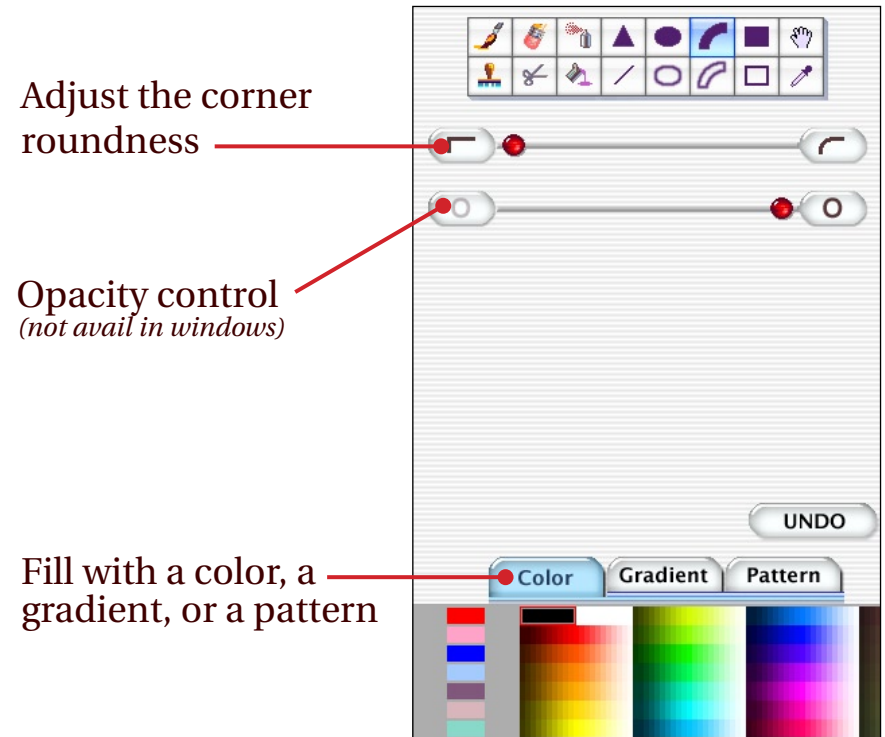
You can draw out the shape from the corners or from the center point

Opacity control  
*(not avail in windows)*

Fill with a color, a gradient, or a pattern

### ◆ Paint layer - Filled Ring Section tool

This tool draws a section of a ring. This is most useful to provided a background to curved text. To draw the shape, click on one endpoint and drag the mouse to extend out a ring fragment border.



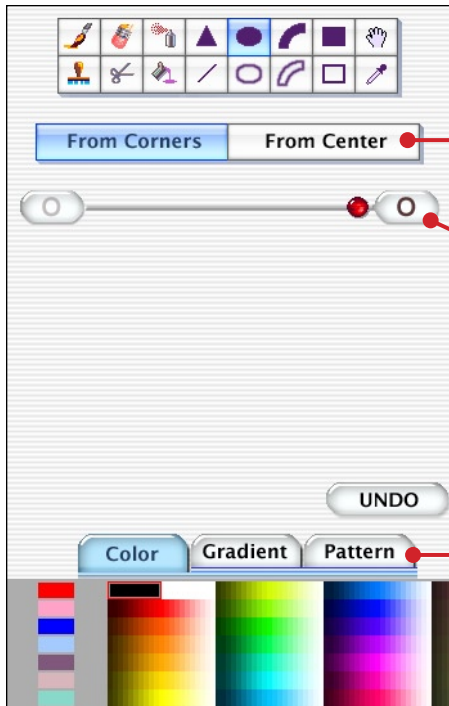
Adjust the corner roundness

Opacity control  
*(not avail in windows)*

Fill with a color, a gradient, or a pattern

## ◆ Paint layer - Filled Rectangle tool

The filled rectangle tool is used to draw solid rectangles and squares. To constrain the shape to be a perfect square, hold down the **SHIFT** key as you drag the mouse.



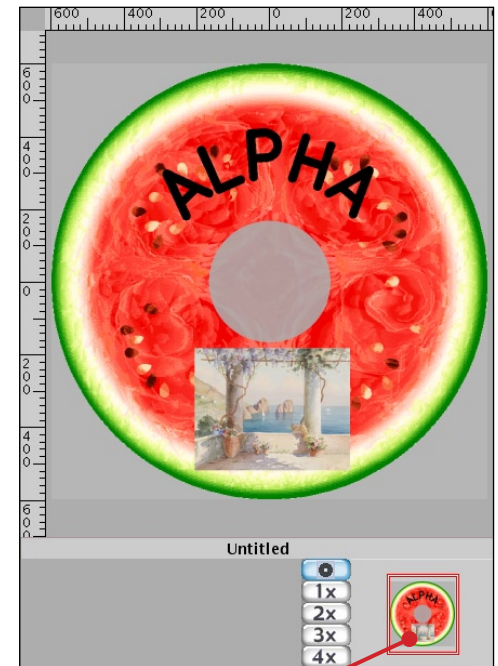
You can draw out the shape from the corners or from the center point

Opacity control  
*(not avail in windows)*

Fill with a color, a gradient, or a pattern

## ◆ Paint layer - Grabber tool

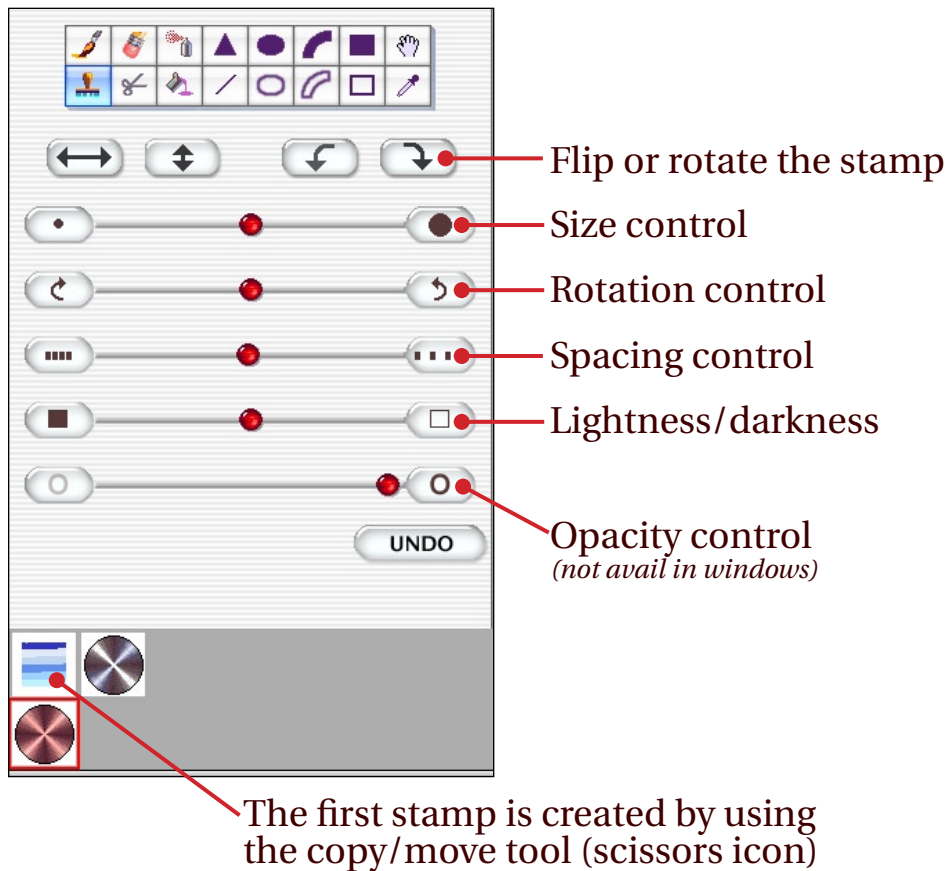
This tool draws nothing. It is used to grab the painting and move it around the screen. Click the mouse anywhere in the edit area and drag to move. You can also scroll the edit window using the navigator window in the lower right corner of the window.



By dragging the red frame in the navigation window you can quickly scroll the document

## ◆ Paint layer - Rubber Stamp tool

The rubber stamp is used to imprint pre-drawn decorative elements into your painting. Each click of the mouse will imprint a copy of the stamp into the paint layer. Dragging the mouse will create a stream of the stamp elements, spaced apart by the amount specified by the spacing slider.



## ◆ Paint layer - Scissors (Copy/Move) tool

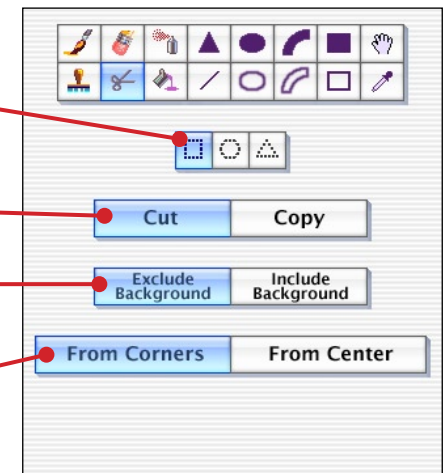
This tool is used to grab the section of the paint layer and convert it to a rubber stamp for use with the stamp tool. You can cut the section away from the paint layer or copy the section. Once you have successfully grabbed a section of the painting, the tool will automatically jump to the rubber stamp tool where the section can be imprinted elsewhere.

Rectangular, oval, or polygonal selection

Copy or remove from paint layer

Include layers below?

How shape is dragged



### ◆ Paint layer - Bucket fill tool

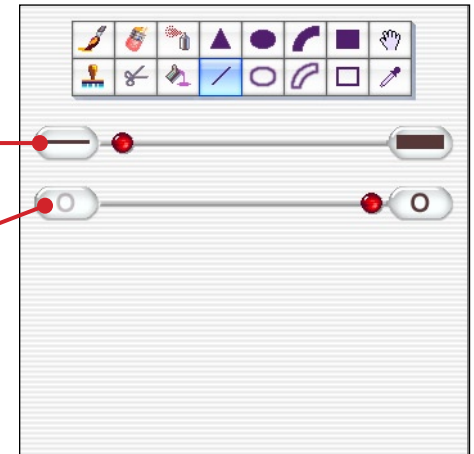
The bucket tool is used to quickly fill an area of the same color pixels with a different color, gradient, or pattern. When the mouse is clicked on a section of the painting, all pixels adjacent to the the starting pixel that have exactly the same color will be filled in by the currently selected pattern or color. Please note that because the pixels have to be exactly equal to the starting pixel to be considered inside the area, using the bucket fill tool in a photograph or varying area will not be effective.

### ◆ Paint layer - Line tool

This tool is used to draw lines in the paint layer. To draw a line click on a starting point and drag the mouse to the endpoint and release the mouse. If you hold the shift key during the dragging operation, the line will be constrained to be at an even multiple of 45 degrees, which is very convenient for guaranteeing perfect horizontal or vertical lines.

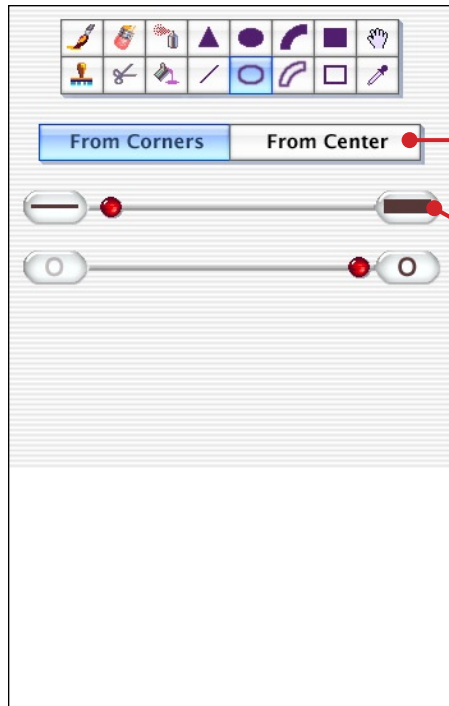
Line thickness control

Opacity control  
*(not avail in windows)*



### ◆ Paint layer - Hollow Oval tool

The hollow oval tool is used to draw hollow ellipses and circles. To constrain the shape to be circular, hold down the **SHIFT** key as you drag the mouse.

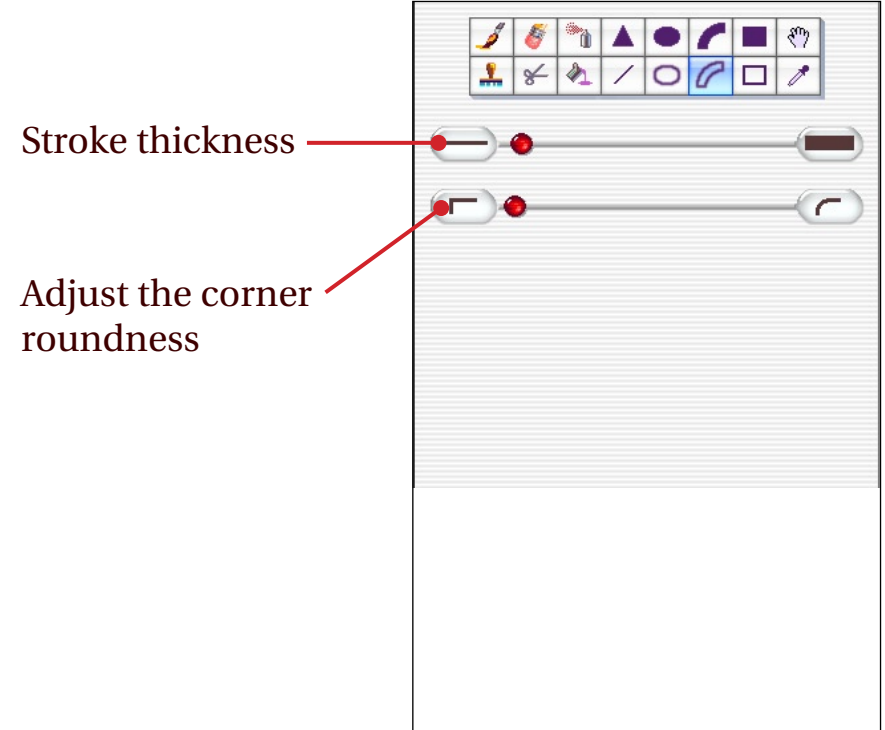


You can draw out the shape from the corners or from the center point

Opacity control  
*(not avail in windows)*

### ◆ Paint layer - Hollow Ring Section tool

This tool draws a section of a ring. This is most useful to provide a frame around curved text. To draw the shape, click on one endpoint and drag the mouse to extend out a ring fragment border.

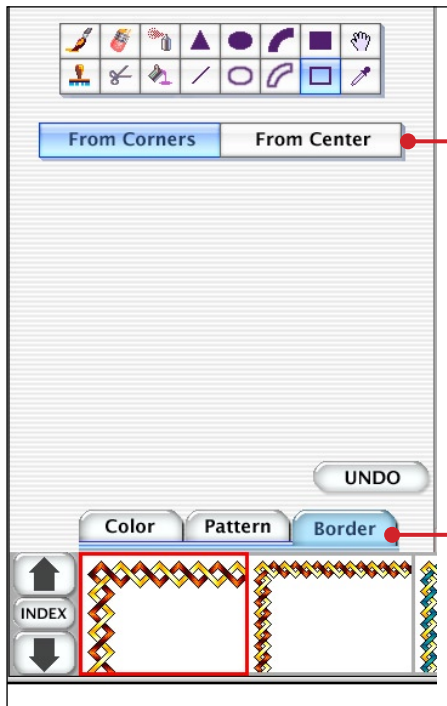


Stroke thickness

Adjust the corner roundness

### ◆ Paint layer - Hollow Rectangle tool

The hollow rectangle tool draws a rectangular frame around an area. You can choose to define the shape by using opposite corners, or by drawing from the center point of the rectangle. To constrain the shape to be a perfect square, hold down the **SHIFT** key as you drag the mouse.



You can draw out the shape from the corners or from the center point

Use solid color strokes, pattern filled strokes, or automatically repeating borders

### ◆ Paint layer - Eyedropper tool

This tool draws nothing. It is used to pick up a color from the painting and set it as the current color. You can quickly obtain the use of the eyedropper tool inside other tools by holding the option key (macintosh) or control key (windows).

## ◆ **Printing Issues - Direct CD/DVD Printing**

In order to print directly onto CD's and DVD's you must use specially coated disks, called "Inkjet Printable Media". Unfortunately there is no agreed upon standard for the amount of the disk that is coated. All standard DVD and CD media is exactly 120 mm in diameter but the coatings may not extend all the way from the outer edge to the spindle hole which is 15 mm. We recommend you give yourself a 1 mm safety margin on all edges so that you don't spray ink onto an uncoated surface, which will make a mess as the ink will really never dry on an uncoated area.

Since manufacturing variances occur, the first task is to center the printing on the disk. We recommend you first lower the outer diameter slider to 114 mm and use the nudge buttons to perfectly align the center point, then raise the outer diameter to its normal value such as 118 mm. When you overspray off the edge of the media you cannot tell how far off you are, so it is important to underprint during the calibration process.

As a convenience the software will remember up to 3 media type preferences, which can be renamed.

Because a coated disk does not have the absorptive properties of paper, and since most printers are designed originally for paper, there will likely be some loss of contrast in the printing, and color matching will also be very difficult.

If the printer driver supplied by the printer manufacturer offers a density control slider, use that to adjust the intensity of the image.



## ◆ **Printing Issues - Large projects like DVD box covers and VHS box wraps**

Please note that certain die cut paper projects such as DVD wraps, are very large designs that go very close the edge of the sheet of paper. All commonly used inkjet printers have only one set of rubber rollers that grip the paper from the bottom. Although some manufacturers claim to offer “border free” or “borderless” printing, there is usually an unprintable area at the trailing edge of the paper, often as large as 14 mm or 1/2 inch, which cannot be inked. Unfortunately in a DVD wrap project the trailing edge of the printout corresponds to the all important front panel of the paper.

If you are experiencing a truncation of your printout, please try using the “border free” option in your printer driver if that is available. If that option is not available, then we recommend you switch papers to a larger sheet that doesn’t require printing close to the edge, such as a plain legal size paper.

Another option is to request 180 degree rotation in your printer driver, so that the incomplete printing corresponds to the back covert.

Another workaround is to temporarily tape a small piece of paper to the trailing edge, and inform the printer you are using long paper such as “Legal Size” (8.5 x 14 inches) so that it will continue to grip the paper properly.

## ◆ Support

Discuss technical support is available through the following channels:

e-mail: [support@magicmouse.com](mailto:support@magicmouse.com)

telephone: 1-415-669-7010 (see website for current phone support hours)

fax: 1-415-669-7009

mail: Magic Mouse Productions  
12615 Sir Francis Drake Blvd.  
Inverness, CA 94937 USA

for more information about upgrades and other products, visit our web page at [www.magicmouse.com](http://www.magicmouse.com)